Mediachance

User's Guide
UltraSnap PRO

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Introduction

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Welcome

Our UltraSnap was originally written for the internal purpose, to speed up process of creating multimedia presentations, training, manuals and web pages and to simplify sending digital photos by e-mail. Because it -performed beyond any expectations we decided to make it available for public.
There are thousands of uses for a smart screen capture around the office.

We use UltraSnap extensively for many years (this whole site and all images in our manuals use it) and the software has been perfected over the time (the great benefit of using our own tools). It has at hand the tools that you need most and all workflow is streamlined without much -clicking around. Press Hot-key to capture image, adjust the size, the sharpness, add drop shadow, add a text below the image...(see the flower picture). The best thing is that the effects are like a properties.

Once you set them you don't have to repeat these steps for the next image again! The next image you capture will automatically have applied the resizing, sharpness and all effects. This is a huge time-saver for number of similar screen captures.

Basics

UltraSnap PRO has two modes:

- Capture mode
- Edit mode

The capture mode works like a clipboard pipe. Whatever you capture will automatically appear in the clipboard. The same apply if you change any settings in this mode including size, drop shadow, sharpening etc...

The Edit mode is for adding multiple captures into the image, adding arrows, cursors, resizing object etc.

You can capture screen in both modes!

Minimize, Close, Exit
When you Minimize the UltraSnap it minimize to the task bar as any other Windows program.
When you click close button the UltraSnap hides to the tray.

It is visible just by a small icon in the tray. It is still active and it waits for your Hot-Key to start the capturing process.

To Exit the UltraSnap you have to select Exit from the File menu.

Invisible - in Tray (default YES)
The best is to load UltraSnap on the Start Up (default).
Then you of course you want to load it invisible - in the tray. Just open the menu Capture and select Settings. Check *Start Invisible in Tray* (default)

Restore After Capture (default YES)
This options brings up the UltraSnap window after the capture. This assumes you want to make some corrections (change size, sharpness, or enter to editing mode. You can switch off this check box if you for example planning to make a series of automatic captures.

Auto Send Clipboard (default YES)
UltraSnap can sends all the captured images to the clipboard when you check on this option. The image is

sent to the clipboard every time you make a change. Simple rule: what you see in UltraSnap is also in clipboard.
Note: You can also Paste an image to the UltraSnap..

Auto Save to disk (default NO)
UltraSnap can save automatically each capture to the new file if you use this option. You need to first specify the directory, file name and format. The name will increment automatically.

There is also a button called Save Now that is enabled when the Auto Save to disk is set to NO. This can be used to quickly save current screen capture without any other input. It will automatically increment the name and save the capture in the previously selected format and folder.

Drag and Drop: **Enable D&D to Explorer**
You can use the Drag and Drop feature to simply drag an image from UltraSnap to any other windows program which supports Drag and Drop. For example you can drag it to Windows Explorer and it will create the file right where you drag it. Or you can drag an image to the e-mail client to send it to your friends.

Capture Cursor *(Capture - Cursor - Include Cursor)*
You can set the UltraSnap to include the cursor (1) on the captured image. This is usable only in region capture mode if you invoke it with Hot-Keys. You can also capture the cursor with a drop shadow (2) or a healthy red glow (3).

Note: Adding normal cursor is easier in the Edit mode. However include cursor during capture is good if we would like to capture a different type of cursor, that is not available in the Edit objects.

Types of capture

Region Capture
The most frequently used Capturing is the Region Capture. This will let you draw a rectangle on the screen - the exact rectangle you need in your capture.

Keyboard
During the capture you can use also the Arrow Keys on your keyboard for exact pixel-by-pixel steps. If you need to click you can use Enter as well.
Zoom
You can make even more precise capturing by turning Zoom on. Just simply click Right Mouse Button during Region Capture or with key Z on your keyboard. This will come very handy if you require exact - edge to edge capture.

Window Capture
Window capture will let you capture the exact size of the window under mouse cursor by drawing a red frame around it. But not only that, as you move the mouse cursor over windows items like list boxes, combo boxes, edit boxes, buttons, text, menus or other items you will see they can be selected as well! To capture just a combo box for example was never been easier.

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This is very useful for writing manuals for your software!

Full Screen
This will capture the full screen. If you have multiple monitors, the screen where is the cursor will be captured.No other input is needed.

Repeat Last
This will capture the last region.

Hot-Keys

There are predefined system-wide Hot-Keys for each capture operation:

Capture Region	Ctrl+F5
Capture Window	Ctrl+F6
Capture Full Screen	Ctrl+F7
Repeat Last Capture	Ctrl+F8

Any time you need to make a capture, just press the hot key combination.

Of course you can define your own Hot-Keys. In Menu *Capture* - open *Hot-Keys* item... The rest is simple, but make sure you don't put already used system-wide hot key by some other programs (like ICQ) or a Hot-Key which conflicts with shortcut in a program you planning to capture from (like MS Word)
Therefore it is wise to use Hot-Keys that are combination of two or three keys, like Ctrl+Shift+R

Advanced Export

Beside the clipboard and Auto-save to disk mode, you have an advanced export for both Capture and Edit mode.

There are few formats you can export to:
- JPG format where you can set the Quality, Subsampling and DPI. The Subsampling will enhance the red color and it is recommended to set it ON. The DPI is just a flag that is saved in JPG file. It doesn't change anything in the file itself, you can set it 1 or 1000 and the file will be exactly the same. However some software like to read this info.
  Progressive format will allow to display the whole JPG on web pages right away with a low quality and as it loads the quality clears up. (As opposite of loading the image from top line by line) This was useful when the internet used to be slow so you actually could see the image loading. While browsers support progressive JPG many graphics software do not!
- BMP format: 24 bit (True color), 8 bit (255 colors) and customized colors. The only reason to have less than True color is a size of the output file.
- PNG - same as BMP above, however PNG uses highly compressed data so its file size is always much smaller than BMP.
- Transparent PNG. This is 32 bit PNG file with alpha transparency (see note below)
- GIF file. GIFs are always 256 colors or less and produces small file size. Only one of the color can be transparent (unlike the Transparent PNG that have alpha channel) so a transparent GIF cannot have smooth transparent edges.
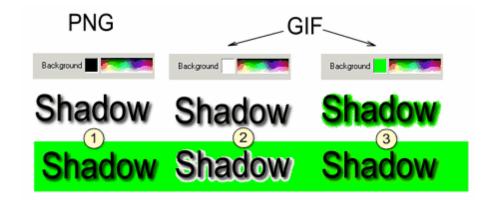
Transparency
GIF and PNG files can be saved with a transparency. However, here it depends from which mode we are

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Exporting the image:
- Capture mode has always solid background. That means if we are exporting from Capture mode, the background color well in the Advanced Export dialog must be set to the color we want to appear as a transparent (white for example). This apply for both PNG and GIF. This obviously doesn't produce the best transparent output for PNG since it always use only one color substitute.
- In Editing mode it is different. The Transparent PNG will simply understand the canvas as a transparent - regardless of what color it is or what is set in color well. PNG uses alpha channel, so the transparency is continuous.
  The GIF in Editing mode will also take the canvas as transparent. Here however GIF can substitute only one color as transparent. If background is white, then white will be transparent.

Here is difference between the alpha transparency on PNG and the inferior GIF one color transparency:

We have simple text with a shadow and in (1) we export it as Transparent PNG (in Editing mode). The saved PNG will look good on any background since the transparency is done by alpha channel. It doesn't really matter what background color we use in the Export dialog well.
We do the same but export it to GIF (2) and set the transparent color to be white. The GIF will look fine on white background, but on a green background we will see the white ringing around the shadow. Of course, only one color in GIF can be set as transparent and the shadow has a number of different shades from white to dark.
If we would like to use such GIF on a mainly green background, then we also need to design it on a green background and let the green canvas be transparent (3). This will produce gif that looks funny on white background, but on a green background it looks rather fine.

Multiple Documents

One important feature of the UltraSnap PRO is the ability to have multiple documents. When you want for example to keep recently captured image for a while while you work on another ones, Instead of saving your capture to disk and then later loading it again you simply open a new document and continue your work. When you want to return to the old capture, just switch to the previous document back. It is the same like working in a Word on a multiple different documents.

This gives you a many ways how to setup your work flow.

To create new empty document just press the New button.

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Each of the documents can be switched freely into Capture or Editing mode so you can create rather interesting setup to suit any requirements.

As soon as you switch to a document that is in Capture mode, its image will be send to a clipboard (if Auto-send to clipboard is YES).
For example you need to often paste one of a five images to the pages you are working on. Just create five documents in UltraSnap, each in Capture mode and each having one of the image. To send the image to clipboard, all you need to do is to select the particular document using the tab control. That's it. And you can still make changes to any of the five images.

You can also create many documents in editing mode and then copy and paste objects from one to another one. This way you can work on few images at the same time and reuse various captured components between them.
Also you can paste an image from one Capture mode document into another Editing mode document or copy and paste objects from one document in editing mode into another empty Capture mode document.

Each document also keeps the effects and resizing as local which gives you the opportunity to create few documents where each use different settings.

Multiple Monitors

UltraSnap is great for multiple monitors settings. It will capture from the monitor where is initially the cursor.

For example in two monitor settings you want to capture screen from left monitor. Move the cursor to the left monitor and press the Hot-Key for Region capture.
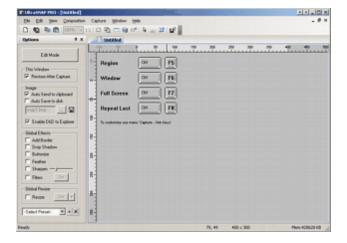
When you have only one monitor and UltraSnap is open, as soon as you press capture Hot-Key, the UltraSnap will hide itself in order to capture the screen behind it, then it will restore. However if you are using multiple monitors and the UltraSnap is open in different window than the one you capture from, it does not need to hide and restore itself.

Capture mode

The Capture mode is the default mode.
It is also called single capture mode since you have only one, (the last) capture visible in the window and each next capture will simply replace the previous. (However you can create many of these single capture windows and switch between them - see more in Multiple Documents)
When Auto-send to clipboard is selected, the Capture mode works like a clipboard pipe. Whatever changes you make to the capture it will be reflected also in the clipboard.

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Effects

Effects can be applied to any capture. Just set the combination of effects you like and watch the UltraSnap screen. Each new capture will also automatically have these effects applied. For example you want to add to each capture border, drop shadow or sharpen it. This will be done automatically.

• Border - a thin black border around the image
• Drop Shadow - a drop shadow behind the whole image (the image will be resized in order to accommodate the new shadow)
• Buttonize - a bevel will be applied to the whole image
• Feather - it will make the edges of the image transparent
• Auto Crop - this will crop the image to the its closest borders (for example removing a white border)

Sharpen

Sharpening is important when you resize the image. Make sure you don't over-sharpen the image as it doesn't look professional.

Crisp

Similar to sharpness but it doesn't overpower the image (like creating halo around text). It increase sharpness of only very fine details and it is great to add crispness to resized photos or make small text more readable..

Resize (3 sets)

You can also let UltraSnap dynamically change the size of the image. Just click the Set button near the Resize checkbox to open the Resize properties.
In recent versions we added two resize options Resize A and Resize B which is great if you need to switch between two different sizes, like for example creating larger image and its thumbnail.

You can chose the way you want to resize the image:

- Resize to XX% of original. If you set 75% for example all your captures will be resized to 75% of the original.
- Maximum Width. If the image width is bigger than the maximum width the image will be resized to it. The proportion of the image will of course stay the same. This way all your images will have maximum specified width. If the captured image has smaller width, it will stay unchanged.
- Maximum Height. The same as for width but this time the Height is watched.
- Must fit into box. If the captured image is bigger in any direction than the specified Width and Height the image will be resized so it always fit in that rectangle. (Proportions will stay the same of course). In other way - it will never be bigger than the specified rectangle.
- Force resize to (Width and Height) -this will also change the proportions. The image will always be resized to that size.

Tip: It is always a good idea to use Sharpening if you resize image.

Filter: 2 pass Bilinear or Bicubic.
2 pass Bilinear is our special developed process for resizing images and it clearly outperforms any other resizing methods. A further sharpening option must be applied on the resized image.
Bicubic resizing doesn't need any further sharpening. However resized text would not be readable very well. For photography both the 2 pass Billinear and Bicubic produce very similar results, but some people may prefer not to apply any sharpening.

We strongly suggest to use the 2 pass Billinear for all resizing.

Photo Filters

A set of filters for changes in color, Gamma or contrast. Great for pictures but also very useful for making clear and more contrast look to Windows captures.

- Auto Level Histogram will stretch the histogram to the full scale. This works best for pictures - it will improve the whole contrast of the digital image by making sure that the colors are stretched to full scale.
- Adjust Gamma. Gamma works for midtones. Moving gamma to higher numbers will push midtones towards the lighter color and vice-versa. Excellent for digital images. Bad image is usually because of the wrong gamma.
- Desaturate will simply make the image black and white.
- Color Boost will make the colors more vibrant by enhancing the in between color contrast.
- Contrast and Brightness- the overall contrast and brightness of image

Tip: You can save your favorite settings to the library of presets.

Presets

You can save your favorite presets to the Presets List. Set your effects and then use the Add preset button (+)
You can also delete unwanted preset. Just select it and then press Delete presset button (X).

Quick Note *(Capture - Quick Note...)*
The quick note is used to add a text under the image without actually going to edit mode. The font is also similar to a normal screen font.

To remove Quick note simply click on its button again and remove any the text from the text box.

Quick Crop *(Capture - Quick Crop)*
The quick crop will allow you to crop a large previously captured image right in the capture mode. Unlike other effects, this is non reversible. The cropped image edges are gone. This is good option if we didn't capture a region exactly as we liked.

Keyboard
During the Quick Crop you can use also the Arrow Keys on your keyboard for exact pixel-by-pixel steps. If you need to click you can use Enter as well.
Zoom
You can make even more precise crop by turning Zoom on. Just simply click Right Mouse Button during Quick Crop or with key Z on your keyboard. This will come very handy if you require exact - edge to edge crop.
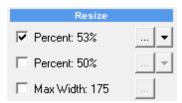
Set of Resize Tools

To have easy way to switch between different sizes we included 3 sets of resize settings, each can have different options. It is very easy to switch between them, for example when creating thumbnails of fixed width etc.

History

You can show the list of Auto-Saved or Dragged out images in a History browser.

This is a good option to check if you already done some particular image. You can also load the image back to Capture mode by simply double-clicking on its thumbnail in History.
Delete
Pressing Delete key on selected thumbnail will permanently remove that image from your drive.

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Editing

Edit Mode

Edit mode is where the fun starts. After you capture the image in Capture mode you can switch to Edit mode to continue working on it.
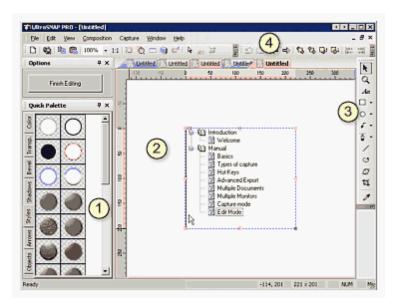

The editing mode can be used to:
- add object to the captured image, for example add cursors, arrows or description text.
- capture multiple images into one document and then manipulate them to create one composite image
- resize and sharpen each component image separately
- add effects (drop shadow, bevel, transparency) to each component separately
- and much more

Whenever you are done with editing just click *Finish Editing* and the image will be all transferred into the Capture mode and to the Clipboard. (And as we showed previously, when you are back in the capture mode you can still apply the standard global effect on the top of the whole image.)

A great thing about UltraSnap PRO is that you can always go back to Editing mode and continue modifying the image!

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Main Screen

① Palette

The formatting settings are all in the Palette. From here you can change color, transparency, bevel or shadows. Palette is also used to add arrows or cursors.

② Canvas

The canvas is without predefined size. When you jump to Editing mode, there will be a gray dashed rectangle showing you the original size of the image that has been transferred from the Capture mode. But in Editing mode you don't have to stay within its rectangle. You can place objects anywhere and when you Finish Editing the canvas will be cropped to the smallest rectangle to accommodate all the objects. See more.

③ Drawing Tools

These tools are used for drawing rectangles, circles, lines and for other basic editing.

④ Formatting & Layer Tools

Tools for bringing objects back or up and alignment tools

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Basics

Select an Object

If you want to select, move or resize an object you use the Object Selector tool.

With the Object Selector tool, you can select an object by clicking on the visible part of the object.

You can resize the object by pulling on one of the 8 handles. The bottom right handle (in gray color) is for resizing in all directions, the other 7 handles always resize in their direction. (For example: the middle left and right handle will resize only in the horizontal direction.)

Select more objects at the same time

Often, you would like to select more objects at the same time and then move, resize, or apply a command. To select two or more objects use one of these:

- Click on the empty part of the canvas - where there is no object - hold down the mouse button and drag a rectangle around the objects. Then release the button. You have to drag around the objects you want to select. Only the objects, which are inside the rectangle, will be selected.
- Click on the object you want to select first: then hold down the SHIFT key and click on the second object. Repeat until all objects are selected.
- Click on first object name in Layer Bar, then hold SHIFT and continue selecting the objects.

To deselect all objects, click outside the selected area. To deselect only one object from the group of selected objects, hold down the SHIFT key and click on a previously selected object.

Tip: During multiple selections, look at the bottom of the screen (the status bar). The text will identify the number of objects you have selected.

The Objects on screen will have a small number in the top left corner - this is the order on which you selected the objects.

Move Objects with Arrows

You can move objects when you have the Object Selector tool selected, but when you have the Shape Tool Selected by default, you can't move the objects.

If you want to move the object in Shape mode, hold the ALT key.

You can move the object in pixel precision in almost any mode by pressing the Arrow keys on your keyboard. If you hold CTRL while you press the arrow key, you will move in increments defined by a grid.

Groups

Groups are logical selections in the main document. You don't get fewer objects, you just move all objects with the group. Select two or more objects and press CTRL-G (or from the Menu: Object- Group). The group has a red border. You can move or resize grouped objects, and you can also change the parameters of whole group. To un-group a group, press CTRL-U (or from the menu: Object - Ungroup)

Objects dragged from Arrows or Objects palette will be grouped if they have more than one object inside. (numbered bullet for example)

Change Color

The color of the vector objects can be changed with the color palette or right click on the object and from the pop-up menu select Change Color or Color Pick.

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Canvas Size and Color

A canvas in editing mode is generally without a particular size because as soon as you go back to Capture mode the background will be resized to accommodate all the objects on canvas.
The canvas size is by default set to the size of the captured image when we entered the Edit mode. This is indicated by the gray dashed rectangle on canvas. Again, it doesn't limit you, you can place objects anywhere inside or outside this rectangle.

However there are cases when we may think about the size of canvas.
• zooming out will reveal objects only inside the canvas
• the scroll bars are calculated from the size of the canvas
• the magnifier effect works only inside the canvas
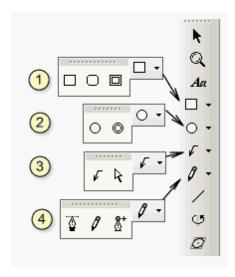
If because the above you feel the need to resize canvas you can do it by using menu *Composition-Trim Canvas* or simply clicking Finish Editing button and then clicking back Edit mode.

Canvas Color.
You can change the canvas color in menu *Composition - Canvas Color*.

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Standard Tools

You create a basic shape by using one of the few predefined shapes: Rectangle, Rounded-Rectangle, Circle, Toroid, Frame.Few of the tools have sub-selections that can be revealed by clicking on the arrow near the tool.

① Rectangles
Draw Rectangle, Rounded-rectangle or frame
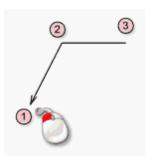
② Circle
Draw Circle or a toroid .

③ Arrows
Draw simple arrow and cursor
The arrow is a special shape tool that draws simple arrows. This is great if you make a tutorial, using arrows, to describe elements on the picture.

You start drawing it from the head. Click where you want to have the head of the arrow ① . Release and move the mouse. The next click is the knee of the arrow ②, and then the horizontal line is dragged until you click again ③.
Tip: If you double click when you are about to draw a knee, the leader of the arrow will stop at that point, making it a simple arrow.

Mouse Cursor
The second choice is a Mouse Cursor. If you are working on manual with screen captures you will know the importance of this tool.
Simply select the tool and click anywhere on the document. A standard Mouse Cursor object will be

added.
You can hold CTRL to draw Mouse Cursor with shadow (great to enhance the appearance of it) You can always remove or adjust the shadow with the Shadow Palette.

④ Shape tools

With these tools you can create new shapes - paths. You have few optional methods for drawing a Path from scratch.
The Line Tool for (drawing paths with non-curved sides) Pencil (for drawing free paths) and the Curve Tool (Bezier Curve)

- Curve Tool.
  With this tool you can create lines and Path paths by drawing Path points. Select the Curve tool and click where you want to have the start point. If you release the mouse button right after the click, you will draw straight lines. If you hold the button and move the mouse, you will draw symmetrical Path points. To stop drawing the Path, use one of the following: a) Double click on the point where you want to finish. b)Click with the Right mouse button on the point where you want to finish. c) Move the mouse over the start point and click - this will create the object as a closed path.
- Pencil Tool
  With the Pencil you can draw a free path. Select the Pencil tool and click where you want the start point. Do not release the mouse button, just drag the mouse and release the mouse button at the end of your desired path.
  You can create open or closed Paths. While you are drawing, move the mouse back to the Start point and you will see the mouse cursor change to the black arrow with a square. If you release the mouse cursor at that point, the Path will be closed - creating a filled shape.
- Add point to existing path
  With the Add Point to Path you can add a point in an existing path. With this tool you have to click on the edge of the object, on the exact spot where you would like to have a new point. By holding the button and dragging the mouse, you will expand the Path handles from that point.

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Text Object

This tool allows you to add text
To add text, click the Artistic Text tool and click anywhere on the canvas. A dialog box, to enter the text in, will appear. You can edit the text anytime by double-clicking on the text object or using the shortcut Ctrl-T.

Here you can input the text, select the font, its initial size, choose if it is italic, bold, and also select alignment. Type some text and press OK.
You can resize the text freely after you enter it, so you don't have to set the size if you are not sure what size text you require.

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Shapes

Each Path lying on the path point has two detached control handles. You can shape the curve between two points by moving these handles. If you don't see the handles, (for example on a square), this means that the handles are aligned with the main Path point. To drag the handles out of the point, hold **CTRL** and then drag the point. To drag symmetrical handles, hold down the **SHIFT** when dragging the handles.

Hold Ctrl and drag a point to reveal the handles.
Hold down Shift and drag the handle to make the point symmetrical.
To delete a point, press Del.
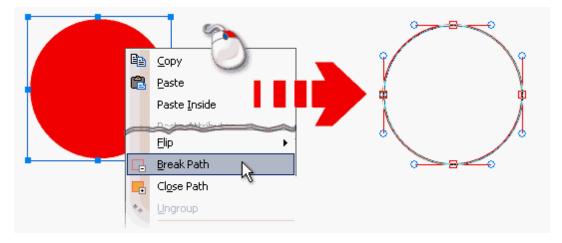
Note: You can only delete "points". If you delete the handle, the handle will be aligned with the non-deleted point.

Open and Closed path (Break Path)
The Path can be open or closed. When you draw any of the basic shapes, the path is closed. Closed path means the object is filled, whereas, open path shows only an outline.
You can apply any effects, colors, or textures on an open path, as well as on a closed one.
To create Open Path from Closed shape, right click on the object and select Break Path

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Interractive Sharpen
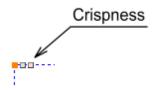
Bitmaps and screen captures have a special property - Interactive Sharpen, and you can access it from the top left corner of a bounding box.

Interactive Sharpen is a great way to individually sharpen a Bitmap (capture) especially after downsizing it. It is a non-destructive effect and you can increase or decrease the sharpness, any time you want, and as many times you want.

It is easy to use, just click on the second top handle of any bitmap or package, and move the slider up or down.

Interactive Crispness

We added secondary, crispness setting. Crispness will enhance the high frequency but will not over sharpen the image. Especially good for small objects.

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Place Inside

Place inside could be one of the most powerful tools to combine two or multiple objects.

Place inside tool will place one object inside another. A typical example would be to place a bitmap inside a vector object to change its boundaries.

To use Place inside, click on its icon, then click on the first object (1) and without releasing the mouse drag the arrow into another vector object (2). The result (3) will be an editable vector object with Paint layer. The original object (1) will be still retained (it is not deleted).

It is not limited to place bitmap into a vector (but it is probably most useful application) , in fact you can place any object or group of objects into any other object.
To place a multiple selection of object, first select the desired objects then click the Place inside icon. You will be immediately drawing the arrow from the center of the multiple selection (no need to click) into another object.

The new object will still retain its color background settings (and all other settings) that can be changed.

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Objects inside another objects are now just a bitmap representation and they can't be changed.
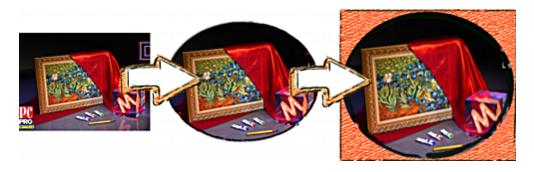
Place Inside and NPR.
If we change NPR it will affect only the result object, not the image that was placed inside the object.

If you need objects inside to have NPR, apply it before Place Inside, then apply another NPR to result object.

You can also Place Inside one previous result into another object and to another....
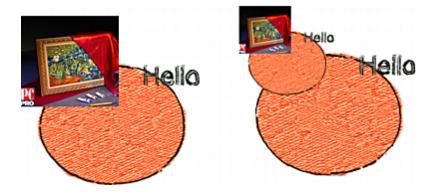
Place Inside into bitmap object.
if you place Inside vector objects into bitmap object you will obtain a transparent bitmap object

You can also place a text inside a bitmap or bitmap inside a text.

You can place a group of objects into object that is inside its own group, Simply when you have selected group, point with the arrow inside an object of that group. (We are not sure how useful that is, but it works)

To remove the paint layer, select object, right click on it and select Remove Paint layer, you will just get the plain vector/bitmap object.

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Crop Tool
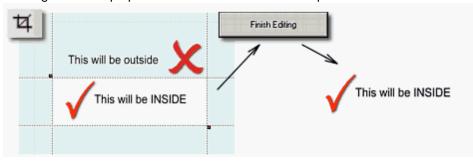
Often, you might like to export or push to clipboard only a part of the editing screen. We have a Non-destructive Crop tool in UltraSnap just for this case.

Click on the Crop Tool icon and click on the canvas, holding the mouse button down while moving. The same way you would draw a rectangle.

The Crop tool will create a border and everything inside it will export, and you can always move the crop borders using the two red squares.
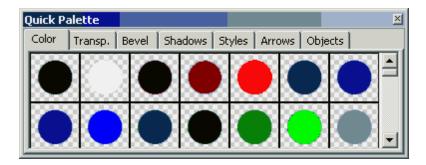
If you would like to remove the crop, just drag one side of the crop rectangle, over to the opposite side creating a zero crop space and this will remove the crop.

You can also leave the Crop rectangle in place and switch it off with the Crop Tool button. The advantage of this is that the position of the crop rectangle will be saved with the document and you can recall the crop rectangle at anytime by clicking on the Crop Tool.

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Style Palettes

Palettes are the place from where to change the attributes of the objects or add new predefined objects.
The Palette bar is normally docked vertically, but you can also use it horizontally.

Basic Styles will change only one particular property of an object
• Color*
• Transparency
• Bevel
• Shadow

*note: You can also change color to exact numbers when you right click on the object and select Change Color.

There are is also special palette that changes combination of attributes at once
• Styles

The last palettes are the ones with placable objects:
• Arrows
• Objects

Working with Style type of palette
Select an object, and then click on the Style you want to apply.
If you apply a Style from the Tab called Color, then only texture and color related attributes will be applied.
If the object has other attributes, such as bevel, then these will not be changed. Similarly, if you apply a Style from the Tab called Bevel, the object will change only the bevel attributes.

The next type is the Styles plaette.
If you apply Styles, all the attributes will be changed, and the object will keep only its shape.

Add Style to Library
To add an object to the Styles list, you first have to have the Styles list visible, and then select the Tab that you want to store the style under.
Then select the object whose style you want to save, and click on the Styles list with the RIGHT mouse button, and select Add to Styles, and the style will be added to the end of the list.
or
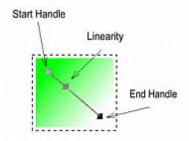Drag the object from the canvas to the Style list.
You can also use Replace, or Remove a particular Style.

How to copy Style from one object to another
If you don't want to create a permanent Style, then use the simple Paste Attribute command.
Copy an object with the Style that you like, to the clipboard and select Edit-Copy (Ctrl+C), and then select another object, and use Edit-Paste Attributes (Ctrl+Shift+V).

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Interactive transparency

When you add linear or circular transparency from the palette the object will switch to transparency editing mode. You can drag the transparency handles to adjust the angle and linearity of the transparency effect.
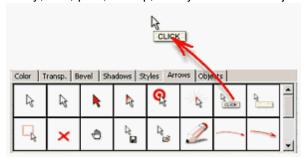

By moving the start and end handles you not only change the angle (linear and bilinear) but you also determine where the transparency starts and where it ends. You can even move the handle outside the object.

The middle handle is for linearity - by moving it close to the start or end handle will change the linearity of the transparency.

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Object Palettes

Arrows and Objects

While Styles stores only the attributes of one object, the Object Library can store the whole object or selection of objects. Think of the object library as your Clip Art. You can have any type of object in the library, text, path, bitmap, or any selection of objects.

Get Object(s) from Library

To get an object from the library, just drag and drop a desired clip from the Object Library to the Canvas. You can also get the object by double-clicking on it.
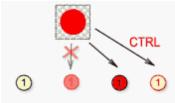
Add Object(s) to Library

To store an object or selection of objects from canvas to the Object Library, first select the object(s), and then click on the Object library with the right mouse button, and select Add to Library. Similarly, you can replace an existing object in the library with the one on canvas

or

Drag Object or selection from your canvas to the Object Library - the new item will be added at the end.

Color Changes (Override Changes)

If the Object from Palette is created using multiple objects then it will be grouped. A typical example is the numbered bullet. It has circle, a black open circle as a outline and a text object.
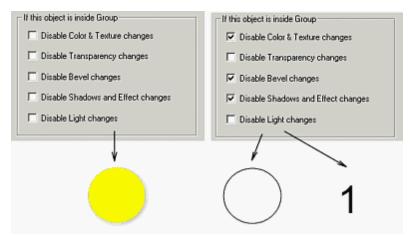
Normally if you apply s style to a normally grouped objects (for example color) all objects will change the style. In case of our numbered bullet all objects inside will change the color to the same. In our example background circle, the text and outline will become all red - which is not exactly what we want. Therefore we have a special property called Override Changes.

The numbered bullet is already stored in the Object library using this special setting. That means when we place the bullet on canvas and then change color on it only the background circle will change.
There is also a complimentary effect:
If we hold CTRL and then change any colors of the bullet only the outline and text will change the color.

Few of the objects in arrows and Objects library are treated this way.

The trick is that before we added the multiple object to the library we change the Override Changes property of each of the separate object. *(menu Composition - Grouping - Override Changes)*
In case of the bullet we disabled Color, bevel and Shadow changes on the Outline circle and the text object (the number)

Then we put these three objects together and stored it in Objects library. The override changes works *only* when the objects are grouped together.

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Magnifier Object

One of the special objects stored in the Objects library is a magnifier.

Everything below the magnifier is enlarged.

Note: The magnifier works within the canvas size (this is one of the very few cases you would care about the canvas size). The virtual canvas size is marked by the gray dashed line. You can simply click Finish Editing button then immediately press the Edit Mode button and the canvas will be enlarged around all the objects. You can also simply press CTRL+Q or use *Trim Canvas* from the *Composition* menu.

Trick: You can create magnifier effect on any shape. Drag the magnifier object from Object library and ungroup it (CTRL+U). Take the objects apart and locate the one object that is the magnifier glass. Now copy it to the clipboard. Draw a new custom shape and then use Paste Attributes (CTRL+Shift+V) on it.

Other tools

Arrange objects

Each object you put on the canvas is on its own layer and you can see it because top objects cover the bottom ones.

You can move the objects between layers, bringing the object back or forward, moving the object to the bottom or to the very top.

The first two arrows select the previous or next object. Great if you can't select an object from behind another one.

The other 4 buttons that move the object in layers are

- On the top of all
- On the bottom
- Move one layer up
- Move one layer down
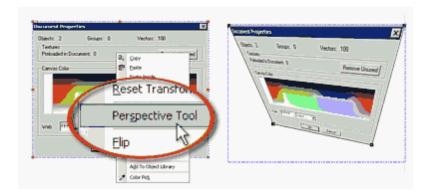
Align and Flip Objects

You can align multiple objects or flip an object along vertical or horizontal axis.

Perspective Transformation of images
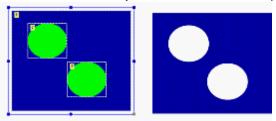
This command works like a tool where you can drag each corner of the image to stretch it in perspective space. The tool is accessible when you right click on an image.

Combine XOR two objects

Using a combination of primitive objects is the easiest way how to create any complex shapes, for example a rectangle with a circular holes in it.

Select two or more objects and use menu *Composition - Combine Objects - Boolean XOR*.

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Color Correction

Any object color can be adjusted in a non-destructive way, with the Color Correction. Similar to the Interactive Sharpen, this is non-destructive, and you can adjust it or remove it any time you want.

You can switch Color Correction into 2 types: RGB and HSL.

When you are working with **RGB**, you are adjusting gamma of the particular primary color. This is good to tone up photos.

In **HSL** mode you are working similar way as with the Hue, Saturatiion and Lightness option in Bitmap menu. You can change colors of the Object, change saturation, desaturate, make it lighter, darker or colorize it in one tone. This is very powerful tool because it takes from you the need to adjust textures and colors if you need to see different color variation of the object.

The colorize option is active only in HSL mode. This will make the image in one color tone determined by the Hue Slider.

Note: Color Correction is **Non-Destructive** tool. That means you can not only apply it but also remove it or change it any time later, even on a bitmap images.

Tips and Tricks

The UltraSnap allows for many neat tricks while working with screen captures. Particularly when you open few documents.

- If you want to permanently crop a screen capture in Editing mode you can copy it to a new document and crop it there, then paste it back. In edit mode, select object press CTRL+C (copy) and then click New document, then press CTRL+V (paste), Click Finish Editing and then Quick Crop. After you are done paste the new object back in the first Editing document. You can do that with multiple objects.
- You can also use the Interactive Crop in editing mode to mark part of the image, switch to Capture mode (Finish Editing) and then again switch to Editing mode. Now press CTRL+V (paste) and the marked image will appear as new object.
- You can start working in Editing mode right from empty document.You don't have to capture anything, just press Edit mode.
- You can copy and paste object or multiple objects between two documents, both in editing mode
- You can use Copy as Bitmap on multiple objects in Edit mode. The selection will be stored in clipboard as one single combined image and you can then paste it in a web editor or word document. You can even paste it back in the editor as a new image.
- You can create magnifier effect on any shape. Drag the magnifier object from Object library and ungroup it. Take the objects apart and locate the object that is the magnifier glass. Now copy it to the clipboard. Draw a new custom shape and then use Paste Attributes (CTRL+Shift+V) on it.
- If you want to "erase" part of the screen capture, just draw a rectangle over it and set it as white so it looks like the background
- You can save the whole editable project for future and then any time open it back - menu *File-Open/Save document*
- To apply multiple fading effects (for example on long toolbar where both ends fade out) you can use the copy as bitmap trick and linear transparency. Set first linear transparency, then Copy as Bitmap the object, Delete the object and Paste. Now apply next linear transparency to the pasted object.
- Use the Drag and Drop from Capture mode to Explorer or to any other software that accepts files. For example you can directly drag image from UltraSnap to e-mail client and it will be added as attachment.

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